

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
Variable, new suit by partner nonforcing
New suit by partner is forcing, if opening was weak (for ex. Weak two, multi, etc.)
1NT OVERCALL (2nd/4th Live, Responses, Reopening)
2 nd 15 – 18 HCP, Stayman, Transfer if RHO passes
4 th 10 – 14 HCP
JUMP OVERCALLS (Style, Responses, Unusual NT)
6 (7) card-suit, 10 – 14 HCP
Unusual NT for the lowest unbid suits
DIRECT AND JUMP CUE BIDS (Style, Responses, Reop.)
Direct cuebids = 2 suits incl. the highest unbid suit
Jump cuebid in a major = a long solid minor
Jump cuebid in a minor = natural 6(7)cards, 9 – 14 HCP
VS. NT (vs. Strong / Weak, Reopening, PH)
2 Clubs = 4 or 5 spades
2 Diam = majors (4/4 at least – hearts may be longer)
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
takeout double,
leaping + non leaping michaels
Lebensohl after 2 H / Sp - double - pass
VS. ARTIFICIAL STRONG OPENINGS
Ag. 1 Club : double for majors, 1 NT for minors, weak jump
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble = 10(9) HCP

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd, 5th	3rd, 5th	
NT	4th	Small with 3 cards	
Subseq	3rd, 5th		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKxx	AKxx	
King	KQxx	KQJx, AKJ10	
Queen	DJ10, QJ9	QJ10, KQ109	
Jack	J109x, KJ10x	J109x, KJ10x, QJ98	
10	109x, K109, Q109	A109xx, K109x	
9	987x, 9x		
Hi-x	xx, (x)x(x)x	Xx, xxx, x(x)xxx	
Lo-x	xxx, Hxxxx, (xx)xx(x)		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 low =	low = even	Low =
	2 pos. / even		pos. or
	3		even
NT	1 low =		
	2 pos. or even	low = even	
	3		
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
takeout doubles mainly for unbid suits			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
responsive double up to 3 spades			
negative and competitive doubles up to 3 spades			

International-Convention-Card

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Category: _____

NBO: Germany EVENT: _____

PLAYERS: Ulrich Kratz
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SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Long suit first, 4-card-majors (with 4432 and one major and one minor 4-card suit we usually open the major suit, if the major is not very weak)
1NT Opening: (14+) 15 – 17 (5-card major poss.)
2 over 1 Responses: forcing for one round
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2 Clubs = Semiforcing / Gameforcing
2 Diamonds = multi, weak two in a major or 22 / 23 HCP
2 Hearts = 5/5, hearts and any suit, 4 – 9 HCP (non-vuln. ag. vuln. the 2 nd suit can be 4 cards)
2 Spades = 5/5, spades and a minor, 4 – 9 HCP (non-vuln. ag. vuln. the 2 nd suit can be 4 cards)
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS nearly never

